Mobile for Education: 
Getting It Right the First Time

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What all school systems have in common

• Unlimited budgets
• Sizeable IT Staff
• Sizeable IS Staff
• Onsite mobile experts
• No internal politics
What most school systems usually have in common

- Highly constrained shrinking budgets *(FACT!)*
- Small IT Staff *(FACT!)*
- Small or no IS Staff *(FACT!)*
- No internal mobile expert resources *(FACT!)*
- Internal politics *(FACT!)*
What we are going to cover

• The people

• Todays agenda:
  1) Be stylin' and profilin'
  2) Lunch
  3) Go home

• Technologies

• Device roll out
The People (aka) - Stakeholders

- Appoint a project manager (PM)
- Gather relevant stakeholders
  - IT, IS, Network, Senior Management, Legal, Mobility
  - External SME's
  - Etc. based on your environment
The Plan (aka) - Requirements

• Build requirements based on design (ie: grades represented, school owned vs. BYOD, on premise vs. off, asset management, access control)

• Consider tamper resistance, ease of enrollment, scalability, relevant and realistic devices & THE FUTURE

• Build policies that mirror and expand on those already in place

• Understand impact of use on and off premise

• Understand consequences of misuse if not properly prevented

• Understand the impact of system failure

• Get stakeholder sign-off on requirements
Understanding available resources

• Inventory what you have and can use
• What types of devices will support requirements
• Understand bandwidth ramifications and plan accordingly
• Identify internal resources to support all of the above
Vendor RFP & assessment

- Choices = use what you have, sole source, RFP
- Regardless – need to map back to requirements and resources
- Assign PM and team
- PLEASE – if RFP, make it a new relevant mobile / filtering RFP
- If RFP – assess results, always focus on requirements – everyone always claims they do everything, understand the facts
- Break down residual risk
Vendor testing & acquisition

- Whether before the RFP or during the process – you must test relevant functionality
- Understand the subject matter expertise (or lack thereof of any vendors on short list)
- Regardless of performance, understand scalability and agility of any products
- Politics aside, be realistic with acquisition contract length
Proof of concept

- Use as realistic a microcosm of a full roll out as possible by relevant groups, devices, etc.
- Do not rush or make last minute changes without testing them
- Understand who is watching – be able to explain WHAT you are doing and WHY in everyone’s language
- Capture and evaluate network traffic and bandwidth usage for analysis for full role out
- Learn and act on the above so correct resources are available when you go to production
- Load test any and all products involved for scale
Device roll out

- Measure twice – cut once
- Make sure all stakeholders are aware and sign off on schedule
- Form student ‘QA’ group
- Network / firewall teams always need advanced notice and be aware of change control time frames
- Build unforeseen delays into schedule
- Roll out in digestible chunks in stages
- Monitor mobile, network and bandwidth to alter where needed
Additional things to think about

- Work learning program
- Hiring outside consulting
- Seeing products working in other like environments
- Time sensitivities
- Ease of use / learning experience
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